

Applicant : Michael Nottley
Serial No.: 10/585,769
Response to Office Action of June 18, 2008

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Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1 (currently amended). A board game for simulating a sporting league in which a plurality of teams play matches in succession one against another to obtain relative positions in the league from the results of the matches, which board game is playable by one or more players and comprises a board, tokens representing said teams, a first game die, a second die and a third die ~~match dice~~, wherein said board includes a path from a start to a finish, said path being divided into a plurality of squares of which some are identified as match squares, and wherein in use a player moves a designated token along said path according to throws of the first game die and when a said token is moved at least to a match square the second die and the third die ~~two match dice~~ are thrown and respective scores are compared to determine a match result, wherein the second die and the third die are relatively configured and arranged so that the second die tends to yield higher scores than the third die.

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2 (currently amended). A board game as claimed in Claim 1 including a tabulation for showing the relative positions of teams, which tabulation includes means for adjusting the relative position of the team represented by said designated token according to the match result determined from the throw of the second die and the third die match dice.

3 (currently amended). A board game as claimed in Claim 1 wherein some of the match squares are designated as cup squares whereat the team represented by said designated token either continues in or is eliminated from a simulated knockout competition according to the match result determined from the throw of the second die and the third die match dice.

4 (original). A board game as claimed in Claim 3 wherein the simulated knockout competition includes adjunctive teams from outside said league and the game includes means for varying the scores of the match throws.

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5(original). A board game as claimed in Claim 4 including an adjunctive die whereby when thrown said scores are varied.

6(previously presented). A board game as claimed in Claim 1 wherein some of said squares are identified as hazard squares each with associated instructions for a player when his designated token lands on a said hazard square.

7(previously presented). A board game as claimed in Claim 6 including a plurality of hazard cards bearing said instructions associated with at least some of the hazard squares.

8(previously presented). A board game as claimed in Claim 7 wherein said hazard cards are divided into two sets respectively representing higher and lower levels of loss or gain.

9(previously presented). A board game as claimed in Claim 1 including a quantity of coupons representing money wherein at least

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one player is given an initial allocation of such coupons at the start of the game.

10(original). A board game as claimed in Claim 9 wherein a player can spend at least some ~~or all~~ of said initial allocation to represent a selected team.

11(previously presented). A board game as claimed in Claim 9 wherein the at least one player is given an additional amount of coupons at each match square.

12(previously presented). A board game as claimed in Claim 11 wherein the additional amount is varied according to the match result for each player at each match square.

13(previously presented). A board game as claimed in Claim 9 wherein when a player's token lands on a designated hazard square the player can invest coupons in an additional member of his team,

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which additional member enhances the score of that team in each succeeding match in which the additional member participates.

14 (previously presented). A board game as claimed in Claim 13 wherein the additional team member is selected by the player from a plurality represented by a set of star cards.

15 (original). A board game as claimed in Claim 14 wherein the set of star cards is divided into groups respectively representing different positions in a team.

16 (original). A board game as claimed in Claim 15 wherein the investment required for an additional team member varies according to said position.

17 (previously presented). A board game as claimed in Claim 15 wherein the enhancement of the team's score varies according to said position of the additional member.

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18 (previously presented). A board game as claimed in Claim 9 wherein the at least one player is given a bonus amount of coupons at the finish, which bonus amount varies according to the finishing position of that player's team in the league.

19 (previously presented). A board game as claimed in Claim 18 wherein additional bonus amounts of coupons are given to players for progress in a simulated knockout competition.

20 (previously presented). A board game as claimed in Claim 19 wherein a special bonus amount of coupons is given at the finish to any player whose team wins both the league and the knockout competition.

21 (previously presented). A board game as claimed in Claim 9 wherein a player may start with an amount of coupons accrued at a preceding finish.

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22 (previously presented). A board game as claimed in Claim 1 including emblems of teams in a real sporting league.

23 (original). A board game as claimed in Claim 22, which board game is playable by a number of players up to and including the number of teams in the real sporting league.

24 (previously presented). A board game as claimed Claim 22, which board game is modified for each season of the real sporting league to reflect changes in the teams in that league.

25 (previously presented). A board game as claimed in Claim 1 wherein all said squares are numbered.

26 (previously presented). A board game as claimed in Claim 1 including recording means whereby progress in play may be recorded during a pause.

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27 (previously presented). A board game as claimed in Claim 26 wherein said recording means comprises a sheet with spaces for recording, for each player, the player's name, a corresponding team owned, the a current location of the player's token, a value of any money held, any cards held and any international stars acquired.

28 (currently amended). A board game for simulating a sporting league in which a plurality of teams play matches in succession one against another to obtain relative positions in the league from the results of the matches, which board game is playable by one or more players and comprises a board, tokens representing said teams, a game die, two match dice and an adjunctive die, which game is played according to throws of the game die and corresponding moves of the tokens, throws of the match dice, and throws of the adjunctive die.

29 (original). A board game as claimed in Claim 28 wherein the game die bears numbers according to which the tokens are moved on the board.

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30 (previously presented). A board game as claimed in Claim 28 wherein two match dice bear numbers signifying match scores, which numbers are different between the two dice so as to represent home advantage in a match.

31 (previously presented). A board game as claimed in Claim 28 wherein the adjunctive die is marked to signify whether a penalty score is obtained.

32 (previously presented). A board game as claimed in Claim 28 wherein the sporting league is an association football league, and wherein the adjunctive die is a penalty die.

33 (previously presented). A board game as claimed in Claim 28 wherein the sporting league is an American football league, and wherein the adjunctive die is a penalty die.

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34 (previously presented). A board game as claimed in Claim 28 wherein the sporting league is a Rugby football league, and wherein the adjunctive die is a penalty die.